

CLAIMS

The embodiments of the invention in which an exclusive property or privilege is claimed are defined as follows:

- 5 1. An apparatus for playing a game comprising:
 - a planar rigid board having a front face, a rear face, and a rectangular configuration;
 - the front face having a playing surface subdivided into a plurality of adjacent spaces
 - defining a track containing a start and finish point;
 - the track, in its progression from start to finish intersects with a plurality of locations
 - 10 where circular questions disks may be placed;
 - a set of playing markers each player marker to be used by a player for moving about
 - the track;
 - distributing to each player a playing marker;
 - means of generating a random number to move a playing marker;
 - 15 a set of question disks that provide for the insertion of additional adjacent spaces
 - where the adjacent spaces written on one face of the question disk create circular areas with
 - the appearance of zones radially extending around the center;
 - arranging question disks to cover all locations where question disks may be placed;
 - players move around the game board track;
 - 20 every time a player lands on a question square, the player has to answer the question
 - by announcing aloud the answer in the target language.
2. The method of playing a game as define in claim 1 wherein the means of generating a

random number to move a playing marker is at least one die.

3. The method of playing a game as define in claim 1 wherein means of generating a random number to move a playing marker is a spinner.

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4. The apparatus for playing a game as define in any one of claims 1-2 wherein the track, in its progression from start to finish, intersects with a plurality of locations where the adjacent spaces are arranged in such a manner to create circular areas with the appearance of zones radially extending around the center.

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4. The apparatus of any one of claims 1-3 wherein the rectangular configuration is a square.

5. The apparatus of any one of claims 1-4 wherein;

said planar rigid board having on its front face a spinner attached;

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said spinner having a circular spinning arrow rotating about a plurality of locations where the adjacent spaces are arranged in such a manner to create circular areas with the appearance of zones radially extending around the center that the spinner, once spun may stop and clearly indicate which space is selected;

the track, in its progression from start to finish contains any number of spaces that,

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when reached by a player, require the player to spin a spinner and follow the instructions located on the space selected by the spinner as a result of the player spin.

6. A method for playing a game comprising the steps of:

providing a playing surface having a plurality of adjacent spaces;

a set of playing markers;

a means of generating a random number to move a playing marker;

one or more players competing;

5 each of said players in turn, having moved one set of playing markers about the playing surface, following an instruction contained either on the game board where the player's playing marker resided, on a game card, or from the result of a spinner;

arranging question disks to cover all locations where question disks may be placed;

players move around the game board track;

10 every time a player lands on a question square, the player has to answer the question;

depending on the level of player a specific type of answer must be given by

announcing aloud the answer in the target language.

7. The method of playing a game as define in claim 6 wherein the questions squares may be
15 defined as challenge squares which require players to give a variety of answers based on their skill level.

8. The method of playing a game as define in any one of claims 6-7 wherein the questions squares may be defined as expression squares which require players to translate the meaning
20 from their native language into the target language or from the target language to the their native language.

9. The method of playing a game as define in any one of claims 6-8 wherein the questions

squares may be defined as phrase specific squares which require players to make a question utilizing a provided sentence structure or utilize a specific phrase with a picture card or any picture.

5 10. The method of playing a game as define in any one of claims 6-9 wherein the questions squares may be defined as survival squares which require players to translate a set phrase into a target language.

10 11. The method of playing a game as define in any one of claims 6-10 wherein the questions squares may be defined as talk about squares which require players to think of a suitable sentence in which to use a word determined by the space.

12. The method of playing a game as define in any one of claims 6-11 wherein;

playing surface has a spinner attached;

15 said spinner having a circular spinning arrow rotating about a plurality of locations where the adjacent spaces are arranged in such a manner to create circular areas with the appearance of zones radially extending around the center that the spinner, once spun may stop and clearly indicate which space is selected;

20 a player, in their progression from start to finish contains when landing on a particular space, is require to spin a spinner and follow the instructions located on the space selected by the spinner as a result of the player spin.

13. The method of playing a game as define in any one of claims 6-12 wherein the means of

generating a random number to move a playing marker is at least one die.

14. The method of playing a game as define in any one of claims 6-13 wherein means of generating a random number to move a playing marker is a spinner.

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15. The method of playing a game as define in any one of claims 6-13 wherein and combination of picture card, challenge spaces, expression spaces, phrase specific spaces, survival spaces, and talk about spaces are used to define the game board spaces.

10 16. The method of playing a game as define in any one of claims 6-15 wherein the winner of the game is the first player to advance the full incremental distance from start to finish, to return to the start, to reach a predetermined point on the progression of the game track or obtain a predetermined goal.

15 17. An apparatus and game play methodology for playing a game comprising:
a planar rigid board having a front face, a rear face, and a rectangular configuration;
the front face having a playing surface subdivided into a plurality of adjacent spaces
defining a track containing a start and finish point;
the track, in its progression from start to finish intersects with a plurality of locations
20 where circular questions disks may be placed;
a set of playing markers each player marker to be used by a player for moving about
the track;
distributing to each player a playing marker;

means of generating a random number to move a playing marker;
a set of question disks that provide for the insertion of additional adjacent spaces
where the adjacent spaces written on one face of the question disk create circular areas
with the appearance of zones radially extending around the center;

5 arranging question disks to cover all locations where question disks may be placed;
players move around the game board track;
each of said players in turn, having moved one set of playing markers about the
playing surface, following an instruction contained either on the game board where the
player's playing marker resided, on a game card, or from the result of a spinner;

10 arranging question disks to cover all locations where question disks may be placed;
players move around the game board track;
every time a player lands on a question square, the player has to answer the question;
depending on the level of player a specific type of answer must be given;
every time a player lands on a question square, the player has to answer the question

15 by announcing aloud the answer in the target language;

said planar rigid board having on its front face a spinner attached;
said spinner having a circular spinning arrow rotating about a plurality of locations
where the adjacent spaces are arranged in such a manner to create circular areas with
the appearance of zones radially extending around the center that the spinner, once

20 spun may stop and clearly indicate which space is selected;
the track, in its progression from start to finish contains any number of spaces that,
when reached by a player, require the player to spin a spinner and follow the
instructions located on the space selected by the spinner as a result of the player spin..

18. The apparatus for playing a game as define in claim 17 wherein the track, in its progression from start to finish, intersects with a plurality of locations where the adjacent spaces are arranged in such a manner to create circular areas with the appearance of zones
5 radially extending around the center.

19. The method of playing a game as define in any one of claims 17-18 wherein the questions squares may be defined as any combination of;
challenge squares that require players to give a variety of answers based on their skill
10 level;
expression squares that require players to translate the meaning from their native language into the target language;
phrase specific squares that require players to make a question utilizing a provided sentence structure or utilize a specific phrase with a picture card or any picture;
15 survival squares that require players to translate a set phrase into a target language;
talk about squares that require players to think of a suitable sentence in which to use a word determined by the space.

20. The game as define in any one of claims 17-19 wherein;
20 the winner of the game is the first player to advance their game marker the full incremental distance from start to finish, to return to the start, to reach a predetermined point on the progression of the game track or obtain a predetermined goal;
if a correct answer is given the player may roll again and continue their progression

along said playing surface to a finish.